67TH NORTHEAST COLLEGIATE WOODSMEN CONCLAVE

Friday and Saturday April 19, 20, 2013

Finger Lakes Community College

3325 Marvin Sands Drive

FLCC Main Campus, Canandaigua, NY 14424

OFFICIAL RULES

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67TH NORTHEAST COLLEGIATE WOODSMEN CONCLAVE

OFFICIALS

HEAD JUDGE	Erica Schreiner
MASTER OF CEREMONIES	Jim Bullis
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HEAD SCORE KEEPER	Joe Shulman
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67TH NORTHEAST COLLEGIATE WOODSMEN CONCLAVE

Event List, Schedule

THURSDAY April 18	8:00pm	**CAPTAINS MEETING Finger Lakes Community College STAGE 14 (park in A-lot)**	

FRIDAY April 19

OPENING CEREMONIES 8:00am			
	National Anthem		FLCC Students
	President Welcome		Dr. Barbara Risser
	Opening Cross Cut		Marty Dodge and Hank Roenke (1974 FLCC Coaching Staff)
CANOEING EVENTS 8:30am	HEATS BY DIVISION		1st JACK AND JILL, 2nd WOMEN, 3rd MEN
	Singles		
	Doubles		
	Portage		
SINGLES EVENTS 8:30am	ROUND ROBIN/OPEN		GET YOUR SINGLES EVENTS DONE!!
	Pole Climb		
	Single Buck		
	Axe Throw		
	Birling		
	Stock Saw		
	Triathlon		
	LUNCH 11:00am	*BOXED LUNCH PROVIDED TO PARTICIPATING TEAMS*	
TEAMEVENTS 12:00	HEATS		
	LOG ROLL		
	PULP TOSS		

SATURDAY April 20

DOUBLES EVENTS 8:00am	HEATS		
	Fire Build	Heats	(Corrals)
	Vertical Chop	Heats	
	Scoot Load	Heats	
TEAM EVENTS 10:00am	HEATS		
	X Cut	In corrals	
	Bow Saw	(Immediately following x-cut)	

Lunch on your own; bring lunch; time will not be allotted for a lunch hour; eat at your convenience

TRIPLES EVENTS 12:00	HEATS		
	1/4 split	Heats	(Corrals)
	H chopping	(immediately following 1/4 split)	
FINALE EVENT 2:00pm			
	Pack Board	Division Heats- Shotgun Start–	

AWARDS BANQUET 5:00pm *FLCC Main Campus Student Center* *Parents Welcome*

67TH NORTHEAST COLLEGIATE WOODSMEN CONCLAVE

General Rules

1. We will use proportional scoring (winner earns 100 points).

2. There will be a men's division, a women's division, and a jack and jill division; each scored separately.

3. Official teams will consist of six contestants plus an optional alternate who may replace an injured teammate for the duration of the competition. Jack and Jill division teams must consist of three men and three women in order to compete for standings in the division; they are afforded one male alternate and one female alternate (two alternates). All contestants on teams entitled to a trophy must be enrolled undergraduates at the school they represent. The head judge must approve all replacements.

4. Each individual on a team will compete in one of the SINGLES events, one of the DOUBLES events, one of the TRIPLES events and all five of the TEAM events.

5. If a team feels an error has been made in judging or scoring, the captain of that team should first notify the event timer/judge, and then if necessary notify the head judge as soon as possible. Discrepancies will be resolved by the head judge. The head judge has the final say in any questions or disagreements.

6. Women's teams and Jack and Jill teams will use lighter log rolling, scoot load logs, and team pulp logs, use 25 pound weights (instead of 35 pound) in the pack board race. Jack and Jill teams will use same wood dimensions as the men's division for team cross cut and bow sawing, but use same wood dimensions as the women's division for v-chopping and underhand chopping events. As per the single buck wood dimensions, all women competitors (regardless of which division you are in) will use the women's single buck wood, and all men (regardless of which division you are in) will use the men's single buck wood.

7. FLCC will provide water boiling cans, soapy water, matches, weights for the packboard race, the chain saw and safety equipment for the chain saw event (Stihl Forestry helmet, chaps), one community aluminum canoe for the canoe events , belay system for the pole climb and all of the wood for the contest. Special notes on equipment are covered in separate event rules. Each school must provide a pair of load binders and chains for the FLCC provided sawbucks. Teams may supply their own saw bucks if desired.

8. Positions and wood allocation will be determined by drawing lots at the captains' meeting. For the horizontal chopping, cross-cut, and buck sawing events each team will be given the same length of wood. Teams may use their wood in any way but they will not get extra wood if they run out.

9. FLCC will not be held liable for accidents which might occur before, during, or after the contest. All persons must execute the assumption of risk form before participating in the competition.

10. SAFETY PRECAUTIONS: All competitors in speed chopping, splitting, and the axe user in fire build are required to use protection on their legs and feet. Eye, hearing, and head protection and chaps must be worn for the chainsaw event. Failure to comply with safety regulations will result in disqualification for the event in question. Note: alumni teams must also wear guards. No one other than competitors and officials will be permitted within the competitor areas while chopping and splitting events are in progress. Heats will not start until all unofficial persons are outside the competition area. All persons in a canoe must wear a USGC approved PDF.

General Rules Continued

11. STARTS: For all timed events the starting cadence will be:

"Contestants ready?" "Judges and timers ready?" "3-2-l-GO!"

12. FALSE STARTS: In an effort to deal fairly with false starts the following procedures will be used:

a) In the packboard relay, pole climb, team pulp, and log rolling a false start penalty of: 30 seconds, 5 seconds, 30 seconds, and 20 seconds respectively will be imposed.

b) In cross-cut and buck sawing, speed chopping, splitting, single bucking and fire building, the time will start on the word "GO" or when the saw or axe first cuts the wood, whichever comes first. Also, in all events which use an axe, the axe must be in contact with the wood during the countdown until the count of "l". On the count of "l" the axe may be started in its initial swing. The purpose of this starting procedure for the axe events is to get everyone off to a uniform start.

13. If any contestant(s) cannot finish any timed event they may stop the event by telling the judge. To prevent dangerous fatigue and to expedite the contest, a time limit of ten (10) minutes will be imposed for all timed events except as noted below. A limit of 3 minutes will be imposed for the pole climb event. A competitor that “times-out” will receive 0 (zero) points for the event.

14. It is the intent of these rules to provide penalties for rule infractions. Disqualifications may result only from cheating, gross violations, or unsportsmanlike behavior. The Head Judge is the only person who may disqualify an individual or a team. In all cases it is the intent of the rule that will be used to interpret possible violations.

15. In the sawing events, a complete cut is defined as one where the kerf made by the saw passes completely through the log. Broken cookies count if they can be put together to make a full disk and cut-outs can be restarted. Cookies dangling by a sliver or bark strip shall be considered full cookies. Uncuttable wood will be determined by the Head Judge

16. Time for sawing events will stop when the last cookie comes free from the log.

17. In the sawing events a new saw may be used only if the original saw breaks or falls apart. Spare equipment may be held only by the officially designated alternate or team coach.

18. Competitors may not try out the events prior to the real competition. For example, no one may roll the rolling log, throw an axe at the target, or test the weight of the pulp logs before their official turn. (Saw blades may be tested on your logs, but leave yourself enough for the event).

19. Upon completion of each event one competitor must sign the Judge / Timer sheet to acknowledge the time and penalties as recorded.

CANOE EVENTS

Singles Canoe

Singles Canoeing

A. Description: The object of this event is for two contestants, individually, to canoe a course for speed. One person paddles the first leg then the canoe is passed to the second person who canoes the second leg.

B. Set-up: The unique course will be defined by colored floats and other markers.

C. Procedure:

1. Prior to the start, the first contestant will be in the canoe behind the starting line marked by two floats. When the judge signals that all is ready, the contestant may begin.

2. The time for the event begins when any part of the canoe crosses the starting line.

3. The contestant will paddle the first leg of the course, as defined by the floats. Penalties will be assessed for passing a float on the wrong side or not following the correct course (see Scoring, be low).

4. At approximately the halfway point an exchange area will be marked. From within the exchange area, the second contestant will take over.

5. The second contestant will complete the course in the same fashion as the first. Timing will stop when the canoe completely crosses the finish line marked by two floats.

D. Scoring: A team's score for Singles Canoeing will be determined by the total elapsed time taken by the contestants to complete the course, plus any additional time for penalties as follows:

1. Passing a float on the wrong side of the canoe: 30 seconds per float. Note: no penalty will be assessed for submerging a float as long as it does not show on the wrong side of the canoe.

2. Skipping a float entirely: 60 seconds per float.

3. Going around a 360 degree (white) float without crossing your wake: 30 seconds per float.

CANOE EVENTS

Doubles Canoe

Doubles Canoeing

A. Description: The object of this event is for two contestants , simultaneously, to canoe a course for speed. Doubles is the same, in concept, as Singles Canoeing except that two people work together to paddle a canoe around a seperte course. No exchange is made.

B. Set-up: The unique course will be defined by colored floats and other markers.

C. Procedure:

1. Prior to the start, the two contestants will be in the canoe behind the starting line marked by two floats. When the judge signals that all is ready, the contestants may begin.

2. The time for the event begins when any part of the canoe crosses the starting line.

3. The contestants will paddle the course, as defined by the floats. Penalties will be assessed for pass ing a float on the wrong side or not following the correct course (see Scoring, below).

4. Timing will stop when the canoe completely crosses the finish line marked by two floats.

D. Scoring: A team's score for Doubles Canoeing will be determined by the total elapsed time taken by the contestants to complete the course, plus any additional time for penalties as follows:

1. Passing a float on the wrong side of the canoe: 30 seconds per float. Note: no penalty will be assessed for submerging a float as long as it does not show on the wrong side of the canoe.

2. Skipping a float entirely: 60 seconds per float.

3. Going around a 360 degree (white) float without crossing your wake: 30 seconds per float.

CANOE EVENTS

Portage

Portage Canoeing

A. Description: The object of this event is for two contestants to paddle and to carry a canoe and paddle around a land and water course for speed. One person completes the first leg, which consists of a portion in the water and a portion on land carrying the canoe and paddle. The canoe and paddle are then passed to the second team member who runs the remainder of the land leg, launches the canoe and then navigates a water leg to finish.

B. Set-up: The water portion of the course will be marked by floats, and the land portion will be marked by flags, tape, signs, etc. Teams supply their own canoes and paddles.

C. Procedure:

1. Prior to the start, the first contestant will be in the canoe, in water, behind the starting line marked by two floats. When the judge signals that all is ready, the contestant may begin.

2. At approximately the halfway point an area on land will be marked where the first contestant will pass the canoe and paddle to the second contestant. This exchange area is the only place where both contestants can be touching the equipment at the same time.

3. The time for the event stops when the second contestant, the canoe, and the paddle completely cross the finish line.

4. The contestants may not be physically assisted while they are on the course.

D. Scoring: A team's score will be determined by the total elapsed time taken by the contestants to complete the course, plus any additional time for penalties. The penalties are as follows:

1. Missing a float or straying off the land course: 60 seconds each infraction.

2. Receiving physical assistance from another person, except from your portage teammate in the ex change area: 60 seconds each infraction.

3. Going on wrong side of a float: 30 seconds each infraction.

4. Going around a 360 degree (white) Float without crossing your wake: 30 seconds per float.

5. **Note:** we do not want canoes dragged on the land portion of the course. You must portage your canoe. If a team cannot physically lift a heavy canoe, a penalty of 60 sec. will be given uniformly for any team dragging the canoe. No exception will be made.

SINGLES EVENTS

Axe Throw

AXE THROW

A. Description: Contestants will throw an axe at a vertical target.

B. Set-up: The target will be a cross-section cut of a large log, with the center 5' above the ground. The contestants may use any axe with a bit no wider than 6", total weight no less than 2.5 pounds and a total length of no less than 24"; they will throw from a line 20' in front of the target.

C. Procedure:

l. Each contestant will be allowed one practice throw before taking his or her five official throws.

2. The axe must remain stuck in the target until removed by the judge for the throw to count.

3. A throw landing across two different scoring areas will be awarded for higher score.

4. Crossing the foul line before the axe hits the target will result in no score for that throw.

5. Only the leading edge of the axe will be counted for scoring.

D Scoring: The score for this event will be determined by the contestant's total points for five throws. The scoring breakdown is as follows: (subject to adjustment pending log size)

3" diameter (bull's eye)	5 points
9" diameter ring	4 points
15" diameter	3 points
21" diameter ring	2 points
27" diameter ring	1 point

Ties will be resolved for only first place with a sudden death throw off consisting of one throw with no practice throw.

SINGLES EVENTS

Chain Saw

Chain Saw

A. Description: The contestant will make the required cuts consecutively in the cant, with the saw provided, in the shortest time possible.

B. Set-up: An 8" knot-free length of 8”x8” cant fastened to a saw buck will be allotted each contestant. Contestants must wear protective gear provided (eye protection, head protection, ear protection with face shield and chainsaw chaps) or use their own.

C. Procedure:

1. Contestants will start with palms flat on the top of the cant hands on the cant. The saw will be running at an idle speed on the ground.

2. On a combined visual and verbal signal from the judge, the contestant will bring the saw up to the cant, make three cuts in a down, up, down sequence.

3. One practice cookie will be permitted but must be made within the total 8" length of cant allotted. You must request a practice cookie from the judge.

4. Cutouts may be re-sawn but must remain within the 8" of wood allotted.

D. Scoring: The elapsed time will be from the signal go until the cookie comes free from the cant.

E. Penalties:

1. A disqualification will occur if a contestant exceeds their allotment of wood.

2. A disqualification will occur if a contestant does not start the chainsaw using three points of contact. The contestant may start the saw but disqualification will result from an unsafe start; e. g. yo-yo start or only two points of contact. The contestant may re quest that the judge start the saw

SINGLES EVENTS

TRIATHALON

TRIATHALON

A. Description: The contestant will throw an axe at a target until it sticks, run a long distance course, bow saw three cookies, run back to the axe target and throw again until the axe sticks.

B. Set-up: A throwing axe will remain at the target site and the bow saw will remain at the bow saw station. Contestants must not run with an axe in hand or with a bow saw. There will be a strict 10-minute time limit imposed on this event.

C. Procedure

1. Upon the “Go” signal the contestant will throw an axe at a target 20 feet away repeatedly until the axe sticks.

2. When the axe sticks in the target, the contestant will run to the midway point of the course and cut three cookies from a square cant with a bow saw. A teammate should be stationed at that point to hand a bow saw to the contestant.

3. After three complete cookies are bow sawed, the competitor will run back to the axe target, and throw the axe until it sticks in the target.

C. Scoring: Shortest total time from the go signal until the axe sticks a second time will determine first place.

D. Penalties

1. Not completing three bow saw cookies: 60 seconds

2. Running off course: 180 seconds

SINGLES EVENTS

Pole Climb

POLE CLIMB

A. Description: In this event the contestant climbs a pole as fast as possible.

B. Set-up: The climbing pole will be a utility pole about l4" in diameter at the base and 35 feet tall. A ring will be painted on the pole just below the top. Toe gaffs are not permitted; belts are optional. All climbers must be belayed. FLCC will provide the belay system and the same belay person for all contestants in each division. *(note: as of 3.27.13, the pole is as described above, however, the pole description may change to a western Douglas-fir, 12" top, and up to 43' tall)*

C. Procedure:

l. Contestants may start with only one gaff in the pole.

2. At the starting signal, the contestant climbs the tree and touches the pole above the painted ring to stop the clock.

3. Time for this event will also stop if the contestant tells the judge that he or she quits or if the time exceeds the limit of three minutes.

D. Scoring: The score for this event will be determined by the time it takes to complete the event. If a contestant cannot reach the top or takes more than three minutes he or she will receive ZERO points for this event.

E. Penalties;

1. False start: 5 seconds

2. Intentional false start: Disqualification

SINGLES EVENTS

Single Bucking

SINGLE BUCKING

A. Description: One individual will make one cut through a log in the shortest time possible using a cross-cut saw.

B. Set-up: A peeled round white pine log will be mounted on a saw horse so the bottom of the block will be approximately l8" from the ground. The men's log will be 16" in diameter; the women's log will be 12" in diameter. Three inches of clear wood will be allotted to each competitor. Any type of cross-cut saw may be used as long as it does not have a frame (like a bucksaw) and can be used by an individual.

C. Procedure:

l. The individual will signal the judge when he or she is ready to begin.

2. The competitor will make one cut with the saw until the complete cookie comes free from the log.

3. A starting cut of six circumference inches will be allowed.

D. Scoring: Score for Single Bucking will be determined by the total elapsed time taken to make one cut, plus additional time for penalties as follows.

1. Cut not meeting the requirements of a full cut: disqualification.

2. Using more than the allocated wood: 30 seconds.

SINGLES EVENTS

Birling

Birling

A. Description: The contest will be a timed event with one competitor on the log for one round. The aim of the event is to get as many revolutions from the log, in any direction, in 60 seconds. Competitors are allowed to wear footwear, however, not allowed to wear cleats or spiked shoes.

B. Set-up: A 12 foot birling log will be used for the competition. The log is carpeted on both ends, but not carpeted in the middle of the log. The log and competition will be held in a pond on the main campus of FLCC. Please be prepared for any weather, water, and typical pond elements.

C. Procedure:

1. The contestant will find his/her balance on the log, with the “marker” of the log in the 12 o'clock position, with at least one foot in the water. When the contestant is ready, a timer or judge will give the cadence. He or she will then get on the log and begin birling. If the birler falls before the time ends, they can get onto the log and begin birling for as many revolutions as possible in 60 seconds.
2. Scoring: The round ends when 60 seconds has elapsed. The score will be the total amount of revolutions as determined by the judges (and averaged if there is discrepancy). Scores will be calculated, with any penalties, proportional to all the Final scores within their division, and the winner will be awarded 100 points. Plus penalties as follows:

    1. Athletes will be penalized a minus 20% of their total revolutions before the penalty is imposed , or other penalty as the head judge decides, if the log becomes grounded on the bottom of the pond, and therefore, is not free-floating in the water. If in the judge ment of the timers/judges, the log is not free-floating, they will direct the athlete to immediately get off the log and make it free-floating.

DOUBLES EVENTS

Fire Building

FIRE BUILDING

A. Description: In Fire Building two contestants build a fire to boil a given amount of soapy water in the shortest possible time.

B. Set-up: Each team will be provided with a bolt of dry wood, three wooden matches, and a tin can with a wire handle. Just before the contest, each team will receive the same measured amount of soapy water. Each team may use a knife and an axe to cut and split their firewood. The can may be supported using any technique (including another axe), and teams may build their fire and split on pine cookies.

C. Procedure:

1. On the starting signal the contestants will split their wood and build a fire to heat the soapy water.
2. If the competitors cannot start their fire with the three original matches, they may get extra matches (one at a time) from the head judge or another designated person as announced at the start of the event.
3. If any water is spilled from the can during the event, the entrants must get a complete refill from the judge. No extra wood may be used.
4. The can must be supported so that it remains upright during the event. The intention of this rule is that contestants cannot intentionally tilt the can in an effort to heat the side of the can.
5. Nothing may be used to make a lid on the can.
6. The time for fire building will run from the starting signal until the water boils over the edge of the can.
7. A time limit of 10 minutes will be imposed for this event.

D. Scoring: Each team's score for this event will be determined by the elapsed time plus additional time for penalties as follows:

1. If a team is deemed to be purposely trying to break the rules, a disqualification will result.
2. Spilling water and not getting a refill: 8 minutes.
3. Using wood not from the original bolt: 5 minutes.
4. Tilting a can, or not righting a tilted can: 2 minutes.
5. Using a lid on the can: 2 minutes

DOUBLES EVENTS

Vertical Chop

Vertical Chop

A. Description: The object of this event is for two contestants to chop completely through a vertically supported cant in the shortest time possible.

B. Set-up: FLCC will provide stanchions to hold the cants firmly in place, about two feet off the ground. Safety gear, covering foot and shin, must be worn.

C. Procedure:

1. The first contestant will chop through their half of the cant as quickly as possible. When the first contestant is through, he or she will step out of the way and signal the second contestant to start chopping his or her half.

2. Time will stop when the top of the log is completely severed from the bottom portion held in the set-up.

3. If a large piece of the top of the log should break off during the event (slab), the judge will deter mine whether or not the contestants actually chopped all the way through. If the contestants were not able to make a complete cut because of the break another cant will be provided by FLCC and the contestants will chop again. (Note: sufficient nails must be put in to prevent slabbing.)

4. Once the second person begins chopping, the first person may not chop again. Each person may chop only on his or her half.

D. Scoring: The time for this event will be determined by the total elapsed time for both contestants to chop their halves plus any added penalties as follows:

1. Two people chopping at the same time: 30 seconds

2. First person chopping after the second has begun: 30 seconds.

3. Incomplete cut: 60 seconds

4. First person chopping significantly more (as determined by the timers/judges or head judge) than half of the cant: 60 seconds

DOUBLES EVENTS

Scoot Load

Scoot Load

A. Description: The object of this event is for two contestants using peavies and/or cant hooks to load two 12-foot logs on a platform as quickly as possible.

B. Set-up: The scoot will be 24 inches high and two poles about 10 feet long will be provided to be used as ramps. At the start of the event the two logs will be behind the starting line about 30 feet from the scoot. Contestants may position the logs anywhere behind the line. Men's and women's team will use different sized logs.

C. Procedure:

1. At the start the contestants must be behind the starting line.
2. On the starting signal the two contestants will set the ramp poles in place and move the two logs up the ramp and onto the scoot.
3. Contestants are not allowed to simply pick the logs up off the ground and place them on the platform. Contestants may only use peavies and/or cant hooks to move the logs.
4. The logs must be centered on the scoot. The ends of the logs must be outside the edges of the scoot. (The event judge will explain the centering criteria to contestants before they begin.) Contestants may use any technique to center the logs.
5. Once the logs are loaded the contestants will return the ramp poles to their original positions. Time will stop when both poles are back and "Time!" is called by a contestant.
6. <u>Contestants must return the logs to the original position once their event is over, and once the judge/timer has recorded the time for the contestants</u>.

D. Scoring: Each team's score will be determined by the total elapsed time plus additional time for penalties as follows:

1. Picking up a log and placing it on the platform without making use of the peavies and skids: 60 seconds per infraction.
2. Finishing the event (returning both ramp poles to their original positions) without all two logs on the scoot: 90 seconds for each log not on the scoot.
3. Logs not centered: 30 seconds per log.
4. Logs not returned to the original starting position once the event is over: 10 seconds.

TRIPLES EVENTS

Horizontal Chopping

HORIZONTAL CHOPPING

A. Description: Each of three contestants chops through an 8"x8" cant as quickly as possible.

B. Set-up: Three chopping cants must be prepared for competition before the event begins and arranged in an area established by FLCC. (Note: teams must furnish their own stands if they want to use stands.) Reminder: foot and shin protection must be worn for this event.

C. Procedure:

l. Chopping is run as a relay (competitors working sequentially).

2. All persons who are not actually competing or acting as judges or timers must be be hind the snow fence/rope barrier/safety area.

3. On the starting signal, the first person will chop completely through his or her cant. When the first person has finished, the second person will chop his or her cant, and then the third person will do the same.

4. The time for this event will stop when the third person has shouted ”Time”!

5. Only one person may be chopping at a time.

6. After a competitor has finished chopping, he or she may <u>not touch the chopped cant</u>. The judges will inspect the cants after the event to make sure that they were completely severed. The head judge will have a final say under this rule.

7. Contestants may not chop a teammate's cant.

D. Scoring: Each team's score will be determined by the elapsed time plus any additional time for penalties as follows:

l. Two contestants chopping at the same time: 30 seconds.

2. Touching a cant before judge's inspection: 30 seconds per infraction.

3. Any cant not chopped completely:

a. cant still supports contestants weight without breaking: 60 seconds

b. cant has collapsed but not completely separated: 10 seconds

TRIPLES EVENTS

Quarter Splitting

Quarter Splitting

A. Description: The purpose of this event is for each of three team members to each split one hardwood bolt into 4 separate, unattached, full length pieces with paint on one end to complete this event.

B. Set-up: Each team will be provided three bolts with a 2” diameter dot of paint on one end. Contestants must use axes; splitting mauls are not permitted. Competitors may not use their hands or feet to separate split pieces; however, hands may be used to stand the block upright. Competitors are not permitted to touch the splits until the judge makes their decision; if touched, a penalty will result.

C. Procedure:

l. Quarter Splitting is run as a relay with the competitors working separately.

2. At the starting signal, the first contestant will split his or her log in 4 separate, unattached, full length pieces with paint on one end.

3. When the first person is finished, the second person works on the next log followed by the third person who works on the final log.

4. Only one person may be working at a time.

5. Each person may touch only his or her own log. Contestants may not touch their log while another splitter is working.

6. When the third person has completely finished he or she yells “Time!"

D. Scoring: Each team's score will be determined by the elapsed time plus additional penalty time as follows:

l. The contestants working at the same time (includes handling wood, even if just to look at a piece): 30 seconds.

2. Competitors using their hands or feet to separate split pieces: 30 seconds.

3. One contestant touching another contestant's log or pieces: 30 seconds per infraction.

4. at the completion, a team touching any splits before a judge’s inspection: 15 seconds.

5. Starting prior to “GO: “ 10 seconds

TEAM EVENTS

CROSS-CUT SAWING

Cross-cut sawing

A. Description: The purpose of this event is for three cross-cutting pairs to make a total of nine cuts as quickly as possible.

B. Set-up: Each team will use a portion of their team's 8"x8" cant provided. FLCC will supply sawhorses , or teams may bring their own. The FLCC provided horses require the use of two chains and load binders which must be provided by each team. Any type of cross-cut saw may be used.

C. Procedure:

l. This event is run as a relay (pairs competing sequentially).

2. All cuts must be complete to count.

3. At the starting signal the first pair will make three complete cuts and then hand the saw to the second pair. The second pair will make three cuts, followed by the third pair.

4. The time for this event will stop when someone on the team yells "Time!"

D. Scoring: Each team's score for this event will be determined by the elapsed time plus additional time for penalties as follows:

l. Each incomplete cut (short of the required 9): 30 seconds.

TEAM EVENTS

Bow Sawing

Bow Sawing

A. Description: In Bow Sawing, each team member will make one cut on 8"x8" cant as quickly as possible.

B. Set-up: The set-up for this event is the same as for cross-cut sawing. Note that each team must provide a pair of load binders to secure the cant on the FLCC provided horses. Any type of Bow Saw may be used.

C. Procedure:

l. This event runs as a relay (competitors cutting sequentially).

2. At the starting signal the first person will make one complete cut on the cant and then hand the bucksaw to the second person. The second through the sixth competitors will saw one cookie each in the same fashion.

3. All cuts must be complete to count.

4. The time for this event will stop when a team member on the team yells "Time!”

D. Scoring: Each team's score for this event will be determined by the elapsed time plus additional time for penalties as follows:

l. Each incomplete cut: 30 seconds.

TEAM EVENTS

Team Pulp Throwing

TEAM PULP THROWING

A. Description: In Team Pulp, team members will throw pulp sticks back and forth between two sets of stakes as quickly as possible.

B. Set-up: Three pulp throwing pits will be set up. The men's pit will have posts at the corners of a 4' x 20' rectangle, and the women's pit and jack and jill pit will have posts at the corners of a 4' x l5’ rectangle. Each pit will have 4 sticks about 4' long. The pits will be turf grass (at first). One judge will be stationed at each end of the pit. (Note: An imaginary plane exists between each of the two end posts, that starts at the inside-front of the posts, has a width equal to end posts, and continues into perpetuity.)

C. Procedure:

l. Before the start, all four sticks will be placed at one end of the pit by the competitors. Three competitors will be at each end of the pit.

2. At the start, the first competitor will pick up and throw the four logs, one at a time, from behind the imaginary plane, towards the other end, attempting to make them count as successful throws. A successful throw is one that results in the log lying between the two posts, breaking the inside-front plane of the posts, after all four logs have been thrown**.** A log that lands beyond the inside-front of the plane, yet not beyond the width of the plane (or beyond the post) does count as a successful throw.

3. The judges will keep a running tally of successful throws. If a log is knocked away from the scoring zone by a subsequent throw, the tally will reflect the new total.

4. Before the second contestant starts his or her four throws, the logs must be drawn beyond the imaginary plane.

5. Once the second competitor begins throwing, he or she can not step across the plane. The third, fourth, fifth and sixth competitors will continue, and then the first one will begin again.

6. After one contestant has thrown his or her fourth log, the next contestant must wait until all four logs have stopped moving before they begin their involvement in the event.

7. The time for this event will run until the 48th successful throw has landed, even if the 48th throw happens to land before a set of four throws is finished.

D. Scoring: Each team's score will be determined by the elapsed time, plus any additional time for penalties as follows:

l. Intentionally touching a log before your turn: 10 seconds per infraction.

2. Stepping across the line between the two stakes after beginning a sequence of four throws: 10 seconds for each infraction.

3. Failure to pull logs behind the plane of the stakes before a contestant begins throwing: 10 seconds for each infraction.

4. False start: 30 seconds

TEAM EVENTS

Packboard relay

PACKBOARD RELAY

A. Description: The purpose of this event is for each team to run a relay course carrying a packboard with a blanket and weight.

B. Set-up: Each team supplies its own packboard without any load supporting extension of shelf, rope and a blanket at least 4' by 4'. FLCC will supply the weights for the contest: 35 pounds for the men and 25 pounds for the women and jack and jill. Team captains will be shown the course. Captains will be responsible for showing the course to the rest of their team members.

C. Procedure:

l. Before the event begins, the rope, the blanket, the weight, and the packboard will be spread out on the ground behind the starting line. The rope must be free of knots and no items may be touching each other. The first contestant will be ready to start; the other five teammates will be at the ex change areas along the course.

2. At the starting signal the first person will wrap the weight with the blanket, lash these to the pack board and run to the first exchange area.

3. At the first exchange area, the second person will take the packboard and run to the next area. The process is continued until the sixth person crosses the finish line with the packboard and entire load.

4. The time for this event will stop when the sixth competitor and the packboard, the weight, the blanket, and the rope completely cross the finish line.

5. Only one person at a time may be touching the packboard or load except at an exchange area.

6. If the pack should fall apart, it must be relashed.

D. Scoring: The team score will be determined by the elapsed time taken to complete the course, plus any additional time for penalties as follows:

l. Runner not staying on the course: 5 minutes per infraction.

2. Crossing the finish line without the packboard, the blanket, the weight, the rope, or the sixth

contestant: 5 minutes

3. Two or more people touching the packboard or load outside of an exchange area: 1 minute.

4. Load not supported by the pack frame (running with an arm load of unconsolidated blanket, weight, rope and pack frame): 1 minute

5. Interfering in any way with a competitor on the course. 1 minute for team responsible.

6. False start: 30 seconds

TEAM EVENTS

Log Roll

Log Roll

A. Description: The object of this event is for three pairs of teammates to roll a log, with the aid of peavies or cant hooks, along a course as quickly as possible.

B. Set-up: The Log Rolling course will have pairs of stakes marking each end of the course. The log will be about 12 feet long with the women's being lighter than the men's.

C. Procedure:

1. At the start, the first two contestants will roll the log to the other end of the course, hit both stakes, and bring the log back to touch both starting stakes.
2. The second pair of contestants will then roll the log down and back, followed by the third pair.
3. The log must touch each stake at either end, but not necessarily simultaneously. Any contact between log and stake will count as a "touch". The judge will call out when the stakes have been hit.
4. Only two contestants may be working at one time.
5. The time will stop when the third pair completes their roll.

D. Scoring: Each team's score will be determined by the elapsed time plus additional time for penalties as follows:

1. Missing a stake before returning or switching to the next pair: 60 seconds.
2. Competitors touching the log other than during their turn: 30 seconds.
3. False start: 20 seconds